

Installation

You must have a Stanford University (Computer Science Department) Developer account to install this prototype.

To install, follow these instructions from Apple's Developer [website](#) to download onto your iOS device:

1. Connect the device to your Mac.
2. In Xcode, choose Window > Devices and select the device under Devices.
3. In the Installed Apps table, click the Add button (+) below the table.
4. In the dialog that appears, choose the iOS App file and click Open.

Instructions

When you open the app, you are greeted by the home screen. You can set the bills you have in your wallet from the Settings menu, and go through the shopping experience by setting your budget, adding items to your cart, comparing items if necessary, and finally, viewing your payment options and checking out. Checkout is available from the cart menu, and everything else is directly accessible from the home screen.

Limitations

- Since we would need an extremely large database to support most barcodes, scanning any barcode always returns the same item information (Composition Notebook, \$10.00).
- The final payment screens are also limited, because having all possible combinations of all possible totals would be hard to implement in a limited time span. The payment options are limited to any combination of inputs of \$10, \$20, and \$30 items, and there are 2 options per total. We also don't use the bills that the user says they have to decide which combination of bills to show.
- Calculating tax automatically is limited in that offering location-based tax calculations require detailed knowledge about what items are taxed, and where the tax boundaries change. We set the tax of each item to be 7.5%, the California state sales tax, whenever a user adds an item to the cart.